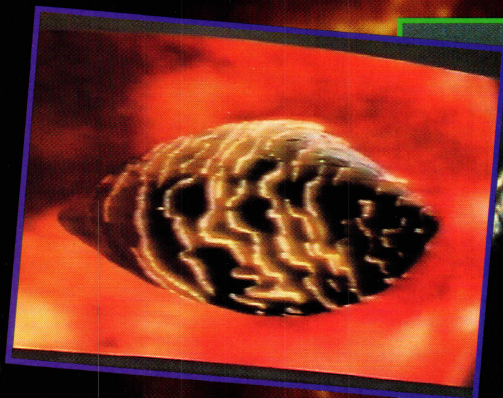


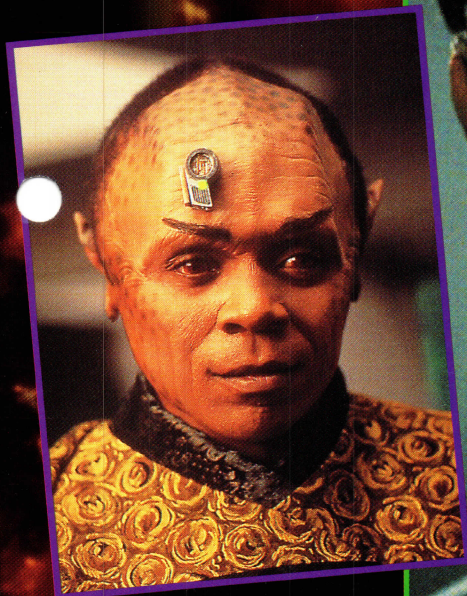


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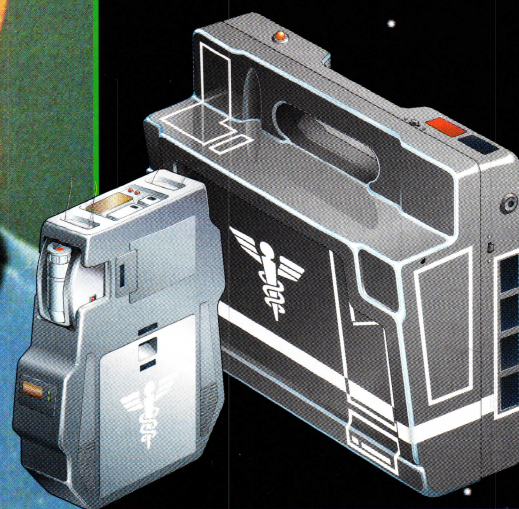
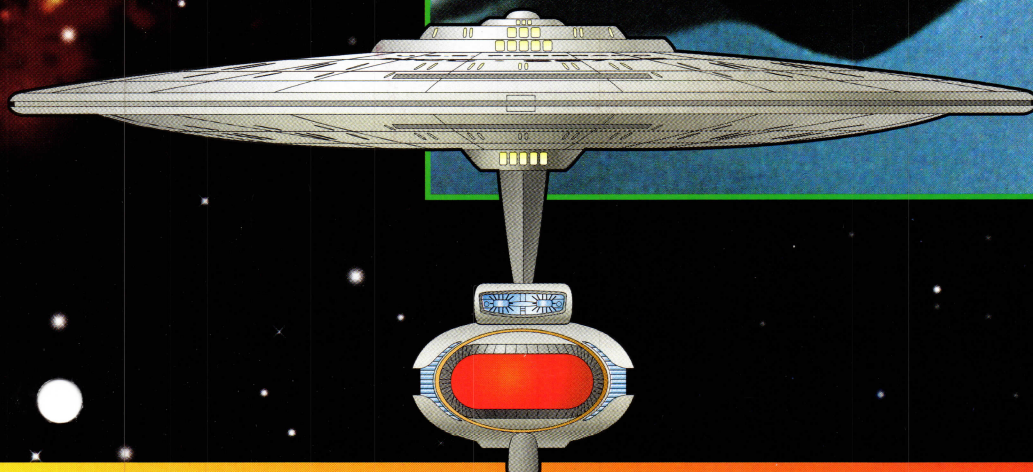


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Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
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Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
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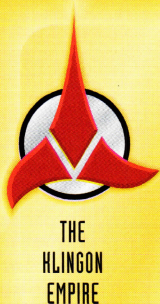
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THE
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The Guide to the STAR TREK Galaxy

FILE 11

CARD 4E



THE
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THE ORDER OF THE BAT'LETH

The Order of the Bat'leth is one of the highest honors that can be bestowed upon a Klingon warrior, ensuring that his glorious exploits will be remembered well into the future.

The Order of the Bat'leth is the name given to an elite group of Klingon warriors, both female and male, who have gained prominence for their courage and strength in battle. Their deeds are honored in a ritual ceremony that sees their names added to a list of the greatest Klingon warriors of the past.

The bat'leth from which the Order takes its name is an ancient Klingon weapon. The original bat'leth, known

as the 'Sword of Kahless', was used by Kahless to slay Molor and establish the first Klingon Empire in the 10th century. The weapon is a very powerful icon of Klingon history, and it is fitting that its image should be used to signify the highest honor that Klingons can bestow upon their mightiest warriors.

Induction to the order

New members are periodically inducted into the Order at a formal ceremony in which they are

 The ceremony at which Klingon warriors are inducted into the Order of the Bat'leth is presided over by the Chancellor of the Klingon Empire. He presents the medals to the honored warriors in the Hall of Warriors, surrounded by statues of famous Klingon heroes.

presented with a medal, commemorating their valor. This ceremony is normally presided over by the Chancellor of the Empire.

The night before the ceremony, it is customary for everyone to gather in the Hall of Warriors to



celebrate. In typical Klingon fashion, this celebration becomes as much a trial of endurance and stamina as it is a celebration.

The Hall of Warriors is located on the planet Ty'Gokor, deep within Klingon territory. The planet, which is also the headquarters of the Klingon military command, is probably the most heavily fortified installation in the Klingon Empire. It is also, perhaps, the most sacred place in the Empire. The Chancellor, whenever he is present on Ty'Gokor, is always accompanied by his personal security force, the Yan-Isleth. Each member of this elite guard has personally been a recipient of the Order of the Bat'leth.

The Hall of Warriors is a vast, ceremonial chamber, not unlike the great Gothic

cathedrals that were constructed on Earth in the middle ages; the Hall has a similar aura of mystery and reverence.

Honored memory

The Hall is lined with towering marble columns, carved into statues of famous Klingon heroes. It is every Klingon warrior's aspiration to someday achieve a victory distinguished enough that he might be venerated with a statue and become immortalized beside these legends of Klingon history.

The center of the chamber is dominated by a great platform. Upon the platform is a brazier that contains an eternal flame, which burns brightly at all times in honor of those warriors who have accomplished deeds

 The Order of the Bat'leth is awarded in the Hall of Warriors, located on Ty'Gokor, a fortified world deep within Klingon territory.



INFILTRATION

A way inside

When Starfleet suspects that a Changeling impostor has infiltrated the top echelons of the Klingon High Council, they have to get within meters of the shapeshifter in order to expose him. They use the Order of the Bat'leth award ceremony as cover to get inside Gowron's military fortress on Ty'Gokor; a false identity assumed by Benjamin Sisko is added to the list of Klingon warriors due to receive the medal. Sisko and his colleagues have to attend the entire celebration without being discovered.



 The DEEP SPACE NINE crew are altered to resemble Klingons. The disguises have to be so good that Gowron will not even recognize them face to face.

 The DEEP SPACE NINE officers use the ceremony at which the Order of the Bat'leth is awarded as an opportunity to infiltrate Gowron's Fortress.





The Guide to the STAR TREK Galaxy

FILE 11

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THE ORDER OF THE BAT'LETH

▼ The ceremony takes place in the Hall of Warriors, a vast chamber in the Klingon Military Command Center. The lighting is low; braziers add more atmosphere than illumination.



worthy of being admitted into the exalted Order of the Bat'leth.

Racks are placed on each side of the brazier in preparation for the forthcoming **Ceremony of Commendation**. Upon these racks hang the cherished commendation medals that will be worn with pride and reverence. The medals are hung on heavy chains, and are surrounded by other significant, if somewhat lesser, Klingon military regalia.

Multi-purpose venue

The Hall of Warriors is one of the most venerated places in the Empire, and is used as an assembly hall, holy shrine, and banquet chamber, a suitable venue for a Klingon ceremony.

For the night before the Ceremony of

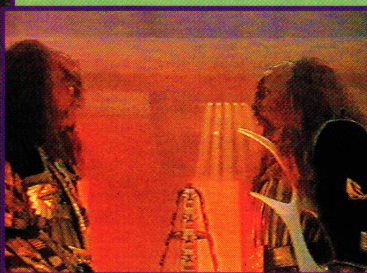
Commendation, this great hall is transformed into a maelstrom of wine, song, and boasts of past glories by the gathered Klingon warriors. For hours, food and drink, including **bloodwine**, flow freely while the gathered warriors try to outdo each other as they swagger and brag of their prowess on the field of battle. The celebrations are accompanied by scattered outbursts of fierce, but good natured violence. The intent is to celebrate, and to survive the celebration, so that you are still standing when the Chancellor arrives the next morning; woe betide the Klingon who cannot handle a cauldron of bloodwine, no matter how many enemies he has dispatched.

The next morning, the Ceremony of Commendation begins as

the Chancellor steps up to the platform, to the rousing cheers of those warriors still able to stand after the previous night's celebration. Chants of "Long live the Chancellor! Long live the Empire!" echo around the great hall.

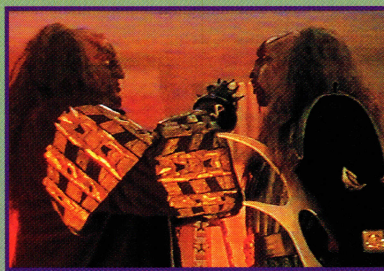
The Chancellor salutes the gathered warriors, proclaiming that this is indeed a great day for the Empire – a day in which to honor those who have brought glory to the Empire, those whose deeds of valor will live on in song and story. Here in this hallowed hall, under the watchful gaze of the greatest Klingon heroes, those who have proven themselves worthy will receive the honor.

Then, one by one, the Chancellor bids each candidate to step up to the platform and receive his due recognition. The invitation, spoken by the



◀ The honored warriors stand in line waiting for Gowron to present their medals.

▼ Gowron presents each medal personally, placing it over the shoulders of the warrior to whom it has been awarded.



Chancellor, is always the same, "Come forward, [H'Ta] son of [Kahmar]."

Medals awarded

Responding to this summons, the named warrior steps forward when called and walks to the front of the hall, where he climbs up onto the platform. There the warrior faces the Chancellor, standing proud and defiant, an exalted champion waiting to earn the greatest homage that the Klingon Empire can give. It is a moment all Klingons live for, and would be willing to die for.

The Chancellor selects one of the commendation medals from the rack and places the heavy chain

GALAXY FACTS

◀ Sisko uses the fake identity of Jodmos, son of Kobor, for his induction into the Order of the Bat'leth. Other warriors inducted at the same ceremony include H'Ta, son of Kahmar, and Huss, daughter of Kahmar.

◀ The *Deep Space Nine* personnel reach Ty'Gokor in the *Klingon Bird-of-Prey* captured by Gul Dukat. When they expose the Changeling infiltrator, he is killed by the Klingons.

around the warrior's neck, saying, "Glory to you and your house."

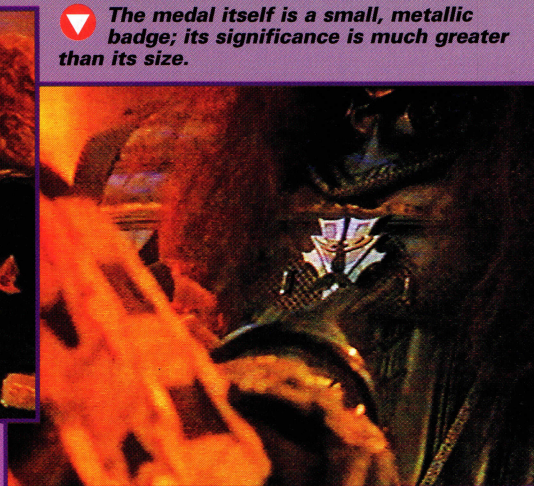
The honored warrior then gives a sharp salute, steps backward, and exits the platform to join the gathered throng, with a lightness in his step and joy in his heart. He has fulfilled his destiny, and ensured his place in Klingon history.

Continuing celebrations

The ceremony continues until all the candidates have received their medals. Upon conclusion of the formal ceremony, the celebrations begin again, with more bloodwine and new songs to be sung that proclaim the valor of those who have now earned the right to join the prestigious Order of the Bat'leth. The ability to survive these festivities can be an act of death-defying bravery in itself.



▲ The all-night party that precedes the award ceremony is as much a part of the event as actually receiving the medal.



▼ The medal itself is a small, metallic badge; its significance is much greater than its size.



▲ As the bloodwine runs free, so do Klingon tempers. Brawls are expected, and even encouraged.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

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OTHER GROUPS
AND RACES

THE ACAMARIANS

The clan wars that once plagued Acamar III are over, and the planet has enjoyed decades of peace. But a few Acamarians, incapable of letting go of ancient hatreds, insist on pursuing vengeance for crimes committed centuries ago.

Acamar III was once home to a savage, brutal race of humanoids; clan battled clan in feuds that spanned decades. It was a time of chaos, when loyalty to one's clan was absolute, and the slightest injury to a clan member demanded violent retaliation. The resulting blood feuds lasted for hundreds of years, and the obsession with vengeance was passed from generation to generation; with each act of retribution, the violence escalated. A good example of this is the feud between the **Tralesta** and **Lornak** clans; their blood feud lasted for more than three

centuries and, in 2286, the Lornak clan virtually annihilated the Tralestas, leaving only five survivors.

Eventually, the **Acamarians** overcame their destructive ways and broke the cycle of fighting and revenge. Modern Acamarians are ashamed of their past.

Acamarian appearance

The Acamarians are basically humanoid, but they have a distinct and unique iron-copper composite to their blood. Their most obvious physical characteristic is a cleft in their foreheads.

Many Acamarians wear facial tattoos. Most females appear to opt for delicate

tattoos that highlight their cheekbones, while the men prefer bolder and more rugged markings.

Acamar III is ruled by **Sovereign Marouk**, a strong, middle-aged woman who wears a full-length, buttercup yellow robe secured with an ornate clasp. Her hair is pulled back in a sleek, contained style that matches her regal bearing.

Marouk's servants, including her chef and chief food taster, **Yuta**, wear clothes of a nondescript gray. Yuta's dress is long-sleeved and full-length,



▲ *If Sovereign Marouk of Acamar III can bring the nomadic Gatherers back into Acamarian society, the last divisions will be laid to rest. But the two sides have many differences to overcome before peace is achieved.*



▲ *Sovereign Marouk's hopes for peace are encouraged by the United Federation of Planets, represented by Captain Jean-Luc Picard. She meets with the Starfleet officer aboard the U.S.S. ENTERPRISE.*

A WORLD DIVIDED

Generous offers

In order to bring the Gatherers back into Acamarian society, **Sovereign Marouk** offers amnesty to all of them. She has set aside some land on which the nomads can settle and build farms, giving them the opportunity to feed and clothe themselves, and the region would have some autonomy over its own affairs. At first, the Gatherers are suspicious of her offer, but they eventually realize that she is genuine and that peace is the best way forward.



Planet	Acamar III	
Quadrant	Alpha	Class M
Alignment	Non-aligned	
Social structure		
Acamar III is ruled by a single Sovereign. The clan warfare that once marred the planet's history has now been abandoned.		
Level of technology		
In order for the Gatherers to have left Acamar III a century ago, the Acamarians must have developed space travel by this time.		
Intellectual development		
The Acamarians are moving toward a more peaceful philosophy.		
Starship Log		
STAR TREK: THE NEXT GENERATION 'The Vengeance Factor'		

◀ *Acamar III is a blue world when seen from orbit. Its history has been marred by violent struggles, but its people are ashamed of their past and are now interested only in peace.*

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- 63 THE ANSATA
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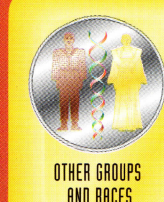
GALAXY FACTS

▶ Sovereign Marouk brings a bottle of Acamarian brandy to her first meeting with the Gatherers as a peace offering.

▶ Acamar III has a computer database that is compatible with Federation starships. The entire medical database of the planet is transmitted to the *U.S.S. Enterprise NCC-1701-D*.

hiding much of her skin; she also wears a silver torque, but it is unknown whether this symbolizes her status as a servant or is a personal adornment.

One of Yuta's duties is to taste any food or drink before Marouk to check that it does not contain poison. This is undoubtedly a ritual left over from the



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

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THE ACAMARIANS



OTHER GROUPS AND RACES

days of clan warfare, but the modern Acamarians don't appear to consider it unusual.

As the **Federation** has only dealt directly with Marouk, not much about the rest of Acamar III's social structure is known, though the existence of a sovereign who travels with servants, rather than a president who has political aides, would suggest a world on which class distinctions are rife and social standing is unequal.

In addition to her chef, a maid and a bodyguard accompany Marouk when she travels away from her planet. A formal, distant relationship exists between the sovereign and her

servants, but she appears to treat them well and it is clear that they are not slaves. She seems almost parental toward them and is genuinely concerned about their welfare.

The Gatherers

By the 2360's, the people of Acamar III are at peace, but one problem remains from the planet's more violent days. One group, the **Gatherers**, were forced to leave Acamar III before the wars ended and, in the centuries since, they have wandered space, becoming nomadic marauders who survive by raiding outposts in neighboring sectors.

They have been parasites for more than a century, moving from star system to star system, living on what they can find or steal. The Gatherers value their freedom to do as they want and answer to no one, arguing that while they may be thieves, they steal only to survive, not because they enjoy it.

In contrast to the formal appearance of Marouk and her entourage, the rebellious Gatherers wear clothes that are as rough as their lifestyle, made mainly of padded leather and metal. Unlike the Acamarians on their home

planet, the Gatherers look wild and unkempt, from their tangled, long hair, to their scruffy boots. Their bathing practices also leave a lot to be desired. However, their appearance may have more to do with the hardships of their lifestyle than choice.

In contrast to Marouk's somewhat stiff manner with her staff, the Gatherers frequently punch one another, and tumble around in rough affection that can quickly turn to violence. They are quite physical and boisterous in contrast to the serene Acamarians.

The Gatherers have been offered amnesty several times by successive sovereigns of their home planet, but every time the offer has been rejected. The nomads aren't willing to change their ways and, as far as the now peaceful Acamarians are concerned, they are little better than barbarians. It appears that a reconciliation between the two groups is impossible.

Peace at last

After the latest attempt to bring the Gatherers back into Acamarian society was rejected in 2348, the Acamarians gave up trying. The stalemate between the two groups might have continued indefinitely, but for the intervention of the Federation in 2366.

With the guidance of

▶ The crew of the *ENTERPRISE* play an important role in reconciling the nomadic Gatherers with the rest of Acamarian society.



Captain Jean-Luc Picard of the *U.S.S. Enterprise NCC-1701-D*, Sovereign Marouk extends amnesty and full dispensation to all Gatherers who are willing to return to Acamar III.

Chorgan, the leader of the Gatherers, and Marouk reach an agreement in which the nomads will be given land on Acamar III and seats on the ruling council. It is the beginning of a new era for Acamar III society, and should open up a whole world of new possibilities for the planet.

But even on this peaceful occasion, old hatreds resurface. Yuta, the last surviving member of the Tralesta clan, tries to murder Chorgan, the last surviving Lornak. Luckily, her assassination attempt is unsuccessful, leaving the way open for a genuine and lasting peace to develop.

▶ Marouk is unaware of Yuta's background. To her, Yuta is a trusted aide, who tastes all food and drink to ensure that it is not poisoned.

LEADERS

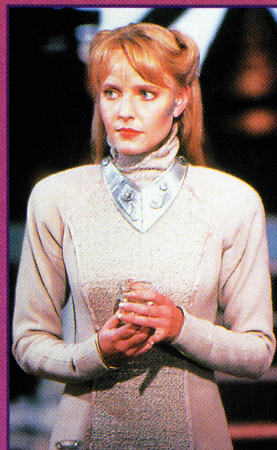
New lifestyle

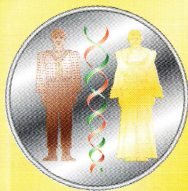
The Acamarians have spent a century hunting down the Gatherers. When Marouk first extends the hand of peace the nomads suspect that it is a trap, and that her true intentions are to imprison them or use them as slaves once they have agreed to return to Acamar III. Chorgan does not see his people as farmers, but he accepts that the moment they set foot on Acamar III they will be better off than they are at present, if only because they will no longer be on the run.



▶ By 2366, the leaders of Acamar III have all but given up trying to make peace with the Gatherers. Sovereign Marouk, the first Acamarian to try in more than 20 years, succeeds in her peace making mission.

▶ Unlike the serene Sovereign Marouk, the Gatherers are rough and uncouth, a reflection of their lifestyle. With no home and virtually no resources to fall back on, they feel they have little choice but to steal from others to survive.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 75



OTHER GROUPS
AND RACES

THE ENNIS & THE NOL-ENNIS

On a remote moon, ancient enemies the Ennis and the Nol-Ennis are condemned to fight an eternal battle as a punishment for their persistent violence. The soldiers of these two sects cannot die, but are resurrected after every battle by microbes that live in the atmosphere.

The Ennis and the Nol-Ennis are Gamma Quadrant humanoids. Centuries ago, these warring sects were banished to live on

a barren moon as punishment for their brutal, never-ending conflict. Nothing would convince the two sects to stop fighting, and their planet's leaders decided to make them an example.

The Ennis and Nol-Ennis look very similar to each other. They are badly battle scarred; some of them are missing an eye, or have scarred faces and heads. They wear worn and tattered armor and battle gear at all times.

The Ennis and the Nol-Ennis are a battle-weary people, going through all the motions of war with no fear of death and very little will to live. They live only to hurt each other.

Trapped

The two sects survive on an area of the desolate moon that measures just 12 square kilometers.

A complicated defense-net of satellites protects the moon from intruders, and traps the Ennis and Nol-Ennis there. This low altitude satellite system puts out a mutual induction field that blocks 99 percent of transmissions to and from the moon, including Starfleet transporters and

communicators. The satellites are so effective that they isolate and attack alien vessels, releasing massive energy bursts when necessary to destroy or disable an intruder.

The sects are in constant hiding from one another in elaborate cave systems and



▲ The Ennis and the Nol-Ennis are similar in appearance; the main difference is that the Nol-Ennis wear headgear and the Ennis do not.

◀ The ancient enemies are as hostile to outsiders as they are to each other.



HARD LIFE

Few luxuries

The Ennis and the Nol-Ennis are far too busy fighting to have built any kind of society. They live in simple caves, although they have rigged some practical comforts, such as powered illumination. The complexity of their multi-leveled dwellings and the availability of electrical power proves that even though the moon is barren, it could provide a decent home if only the two sides would stop fighting.



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- 105 THE AKRITIRIANS

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◀ The soldiers live in caves cut into the rock. Areas of land are constantly won and lost in never-ending battles.

Planet	Uncharted moon		
Quadrant	Gamma	Class	M
Alignment	Unaligned		

Social structure

The entire structure of the Ennis and the Nol-Ennis is based on warfare and fighting. Their society has no infrastructure of any kind.

Level of technology

Most of the technology of the Ennis and the Nol-Ennis is based on weaponry. Phasers were abandoned 300 years ago as they do not cause enough damage.

Intellectual development

The two sects are only interested in fighting.

Starship Log

STAR TREK: DEEP SPACE NINE
'Battle Lines'



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 75



OTHER GROUPS
AND RACES

THE ENNIS & THE NOL-ENNIS

◀ **Golin Shel-la, leader of the Ennis, dreams of peace, and the chance to live and die like normal people. He has had enough of fighting.**



▲ **For a time, the Ennis and the Nol-Ennis agree to an uneasy truce, but this ends once it is learned that, due to the microbe infection, neither side can leave the moon.**

erupt into battle instantly upon seeing a member of the opposing sect. Their fighting is brutal; they use deadly directed energy weapons as well as engaging in hand-to-hand fighting.

Reasons forgotten

The origins of the hatred between the two groups are unknown. It may have been land or water that divided the sects in the beginning, but so many battles have now occurred that there are generations of new hostilities that serve as enough fuel for the fighting. The Ennis and Nol-Ennis have no interest in forgiveness, nor in transcending the conflict; they are a purely vengeful people.

Part of the punishment for the sects on this moon is an artificial biomechanical process that literally brings them back to life when they die. To the Ennis and Nol-Ennis, it is a curse. The first time an Ennis or Nol-Ennis dies, microbes enter the body, radically altering the physiology, and then directly controlling the

person's metabolism. The microbes function in a similar way to submicroscopic robotic life forms known as nanites.

A warrior who has been killed is laid dead on the ground, but after minutes or hours he slowly regains his strength. Most of the Ennis and Nol-Ennis have died and come back to life countless times. However, they are not restored to complete health and well being. The wounds of battle do not completely heal, but the body as a whole is brought back to its low-grade level of survival.

Different rules

The Ennis and Nol-Ennis are so embittered by the constant fighting that they find the idea of a doctor to be both amusing and pointless; a doctor is a quaint life form from another time and place. They are battle-weary and without hope. They do not even fight very effectively, nor protect their territory with guards or perimeter stations.

Since neither side fears death, the rules of war are

different. The need to survive and the fear of the permanence of death are not motivating factors; all that spurs them on is hatred and habit.

In 2369, a **United Federation of Planets** shuttle, carrying crew from **Deep Space Nine** and **Kai Opaka**, the religious leader of the **Bajoran** people, crashlands on the moon. Opaka is killed, but the others try to encourage peace between the two sects.

Golin Shel-la, the leader of the Ennis, admits that he wants to end the battles and leave the moon. The unavoidable fact of living one life and then dying, taken for granted by most humanoids, is an unattainable dream for Shel-la. The peace of death, in which all battles are over, is something he longs for, both for himself and his people.

However, the unending mistrust and fear between the two sides makes them barely able to stand together as peace is discussed. The Nol-Ennis are unwilling to believe that the Federation is not allied with the Ennis; they insist

on the defensive, paranoid interpretation that the Federation's peace gestures are a ploy to get all the Nol-Ennis out of hiding long enough to kill them off.

Ultimately, neither leader, Shel-la or **Zlangco**, is willing to consider peace. The hatred runs so deep that they are blinded to all other possibilities, especially once it is learned that the microbe infection makes it impossible for either side to leave the moon; they would have to live in peace in their current environment.

New hopes

But perhaps the chance of reconciliation is not entirely lost. Kai Opaka is eventually brought back to life by the microbes, and is committed to staying with these bitter, warring people. She feels that she is answering the call of the

Prophets to begin the healing process between the tribes. Perhaps Kai Opaka's serving as an example in faith can finally bring peace, and a new way of life, to these ancient enemies.

GALAXY FACTS

▶ **The Ennis and the Nol-Ennis are unaware that they are unable to leave the moon until Dr. Julian Bashir tells them about the microbes' effects.**

▶ **Kai Opaka asks to travel through the wormhole with the Deep Space Nine crew. She takes her inability to leave the moon as a sign that the Prophets want her to bring peace.**



▲ **Like their enemies, the Nol-Ennis are equipped with a variety of deadly weapons, including directed-energy pistols, bladed weapons and polearms.**

AMAZING REBIRTH

Resurrection

The microbes that live on the moon infect the bodies of the soldiers after their death and restore them to life; once a body has been infected, it is dependent on the microbes for all cellular functions. A person is not infected until the first time he or she dies.



▶ **Before traveling to the moon, Kai Opaka feels that she will not return. She believes this is what the Prophets want.**

◀ **After a battle, the dead are laid out, but within hours they have all returned to life and are ready to fight once again.**





STARFLEET ACADEMY

COMMODORE

DUTIES AND ROLE

During the 23rd century, there is a widely-used rank within **Starfleet Command** that combines much of the hands-on approach of a captain with a greater level of command and responsibility. This is the rank of commodore, and as with the more senior rank of admiral, a career officer would expect to work his or her way through the ranks up to this level. Unlike an admiral, who would usually expect to be stationed well away from the front lines, a commodore is likely to experience much of the excitement and danger associated with a career in Starfleet.

The majority of commodores come to this rank with a broad wealth of experience. Many have commanded a starship at one time, and some, such as **Commodore Matt Decker**, continue to do so after their promotion. Others, such as **Commodore Stocker**, specialize exclusively in running starbases, and have less starship experience.

The importance of a broad experience

Starfleet realizes that in order for it to function effectively, it needs to have senior officers who understand the nature of the problems faced daily by their fleet and personnel, and who may even be able to anticipate problems before they occur.

However, due to the huge commitment expected from the service, it is inevitable that they often find themselves generating orders that they know are dangerous and may lead to loss of life. Controlling their own personal feelings, and putting the good of Starfleet first, is a common trait among commodores, although they fully realize that there is much more to earning the respect of their commands than simply barking out orders. It is a measure of the caliber of officers who reach this level that they can override their emotions and carry out their duties, no matter how unpleasant they may personally find them.

Due to their years of command experience,

Commodores are often seen in formal dress uniform, indicating their high rank within Starfleet and also the importance of the situation. During his day-to-day duties as commander of STARBASE 11, Commodore Stone wears the normal red duty shirt, but he dons dress uniform for more formal occasions such as court-martial hearings.



all commodores are well versed in Starfleet regulations, but their elevated role often means they have to take on areas of responsibility that they may not have previously experienced. Generally, the duties carried out at this rank can be split into four distinct categories: working from Starfleet Command, commanding a

starbase, commanding a starship, or taking charge of special projects. Starfleet tries to fit the experience of the officer with the role and, for the most part, succeeds.

Commodores are involved in the assimilation of information from all parts of the Galaxy, taking data from the various quadrants and

Commodore Stone conducts most of his business from a personal office, away from the busy day-to-day hustle and bustle of the starbase; here, he can conduct interviews in privacy, while a desktop monitor keeps him constantly updated on events elsewhere. His normal duty uniform is a red command shirt; this displays the gold command star. The thick gold braid around the wrists of the duty shirt are the clearest indication of his rank.



A wall chart in Commodore Stone's office keeps him posted on the current status of all Starfleet ships in the area. The monitor on his desk swivels around to face the chart, allowing him to view both easily.



Some Starfleet commodores, including Commodore Decker of the U.S.S. CONSTELLATION, command starships and carry out an almost identical role to starship captains.



A starship commander who holds the rank of commodore has seniority over another starship's captain, even when there are no discernable differences between their day-to-day duties.



FILE 19 A Guide to FEDERATION STARFLEET



▲ **High ranking officers, such as Commodore Barstow, often have to make important decisions at a moment's notice. Their years of experience help them to think on their feet in such situations.**

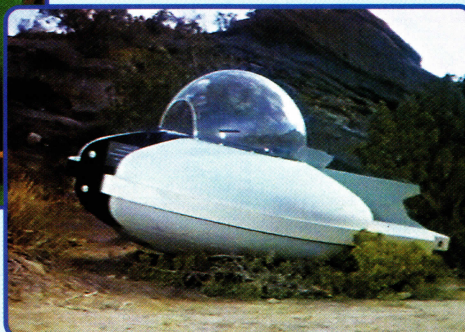
acting on any possible threat. Much of this work is routine, but if something potentially threatening occurs, commodores have the power to act fast. One example would be the use of **Red 2** messages at **Code Factor 1**. Commodores are authorized to use this high security code in order to warn of imminent invasion status, and this can lead to some very painful command decisions.

Commodores are well schooled in thinking tactically, and although they may have to order one or more ships and crew into a potentially disastrous situation, they know such decisions come with the job. But even though they may have a geographical detachment from the action, they still know from their own experience what it will feel like at the sharp end, and this helps to gain them the respect of the officers who are faced with carrying out these orders.

Starbase command

The tactical and operational importance of Starfleet's starbases makes it imperative that these facilities should be commanded by officers who can handle a variety of situations, from overseeing emergency repairs for damaged ships to convening disciplinary hearings. Commodores in charge of starbases are the representatives of Starfleet protocol; as such, they are expected to be thoroughly conversant with all its rules and regulations. They have the authority to investigate charges of perjury and culpable negligence as well as the ability to call a general court for a court-

▼ **The appearance of Lazarus's interdimensional ship prompts Barstow to evacuate the surrounding area of space and to order the U.S.S. ENTERPRISE to investigate. He fears the ship might be the first vessel of an invasion fleet.**



martial. Having done so, they can then preside as judge and direct the entire proceedings.

Sometimes, the part a commodore has to play in court-martial hearings can bring about conflict between their personal feelings and what they know to be their duty. They can bend the rules a little for the good of the service, and can even break them in exceptional circumstances. **Commodore Mendez** waived **General Order 7** in order to allow **Fleet Captain Christopher Pike** access to the forbidden **Talos IV** so that he could live out his life free of his terrible injuries. Compassion, sympathy, and understanding are often as important a part of being a commodore as giving out commands.

Starship command

Unlike later rank structures, it is perfectly feasible for a commodore to maintain command of a starship. The duties remain the same as that of captain, but the commodore can pull rank over the captain of another vessel should he feel it necessary to take over command of that ship.

While traveling on a starship, it is also possible for a commodore to convene an extraordinary competency hearing if they feel the captain of that vessel is unfit for command. And, in much the same way, a commodore can be relieved of command by the ship's doctor if he is medically or psychologically unfit for command, under **Starfleet Order 104**, sections B and C. In such situations, the ship's doctor has to provide corroborating medical records.



▲ **En route to a new posting, Commodore Stocker finds himself unexpectedly in the captain's chair when a deadly aging disease incapacitates the crew. Unfortunately, his inexperience in starship command nearly causes a disaster.**



▲ **Starbases such as STARBASE 11 are typical of the kind of facility usually under the command of a commodore. STARBASE 11 has been commanded by Commodores Stone and Mendez.**

To remain up to date, Starfleet must constantly experiment with the new technologies being developed by Federation scientists; it needs responsible personnel to carry out the testing and implementation of such equipment. Commodores are ideally suited for this role, and additionally have command experience in unexpected situations, gained from their years of service. The incident with **Dr. Richard Daystrom's M-5 multitronic unit** in 2268 particularly illustrates the importance of an experienced commodore in such an experiment; had it not been for **Commodore Robert Wesley** calling on his knowledge of ship's protocol and the personnel with whom he was working, the **U.S.S. Enterprise NCC-1701** would surely have been destroyed by his wargames fleet.

Lives at risk

Whatever the assignment, the role of the Starfleet commodore carries a huge responsibility. Commodores are called on to make life or death decisions, and to risk their own lives and those of friends and fellow officers. It takes a special kind of person to carry out this task: knowledgeable, tough, fast acting, yet thoughtful and understanding, someone who has proved themselves again and again.

By the 24th century, the rank is no longer in general use by Starfleet, but its demise is in no way a reflection on the officers who held it in the days when this was an important step between a first command and the greater responsibilities of the admiralty.



▲ **One of Commodore Mendez's tasks is to oversee the care of crippled Fleet Captain Pike; he knows Pike well enough to realize that he could not have sent the message that brought the U.S.S. ENTERPRISE to STARBASE 11.**



▲ **The Talosians create an illusory Commodore Mendez to preside over Spock's trial. The real commodore later clears Spock of all charges, even though he has broken General Order 7, and could have been given the death penalty.**



FILE 40 OTHER STARSHIPS

Gomtuu

Gomtuu is a living spacecraft; it is incredibly old, and is probably the last of its kind. After the death of its crew it is all alone, and eventually decides to commit suicide.

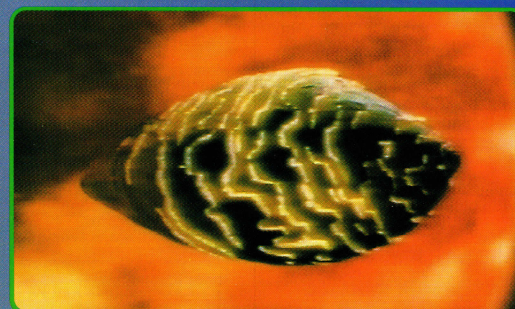
Gomtuu is an organic spaceship that is encountered by **Starfleet** in 2366. Little is known about its origins, but it appears to have been 'born' far from **Federation** space, possibly in another galaxy. It is self aware and intelligent, and has impressive telepathic abilities; it can communicate telepathically with an attuned humanoid over a distance of several light years.

Living vessel

Gomtuu's hull is formed of several overlapping layers, and as a result it resembles a giant pine cone. Toward the back of the ship, bands of light can be seen shining between the overlapping sections. Starfleet is unable to

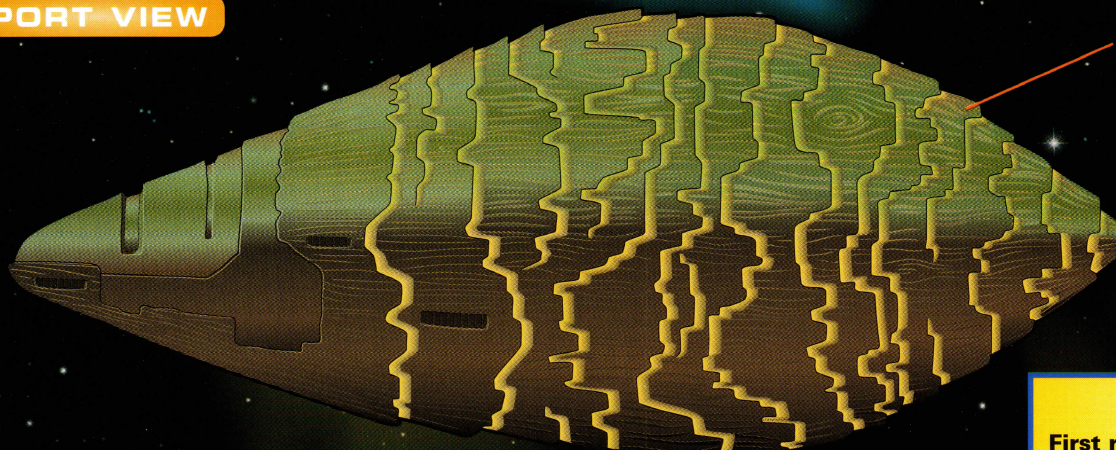
determine the exact nature of *Gomtuu's* power supply or even fully catalogue its capabilities; at full strength its power levels are beyond the range of Starfleet sensors. *Gomtuu* can travel at warp speed and has a teleportation device, though it may work on different principles than

▶ **Tam Elbrun** is a **Betazoid** first contact specialist. He is sent to communicate with **GOMTUU** when it does not respond to verbal hails.



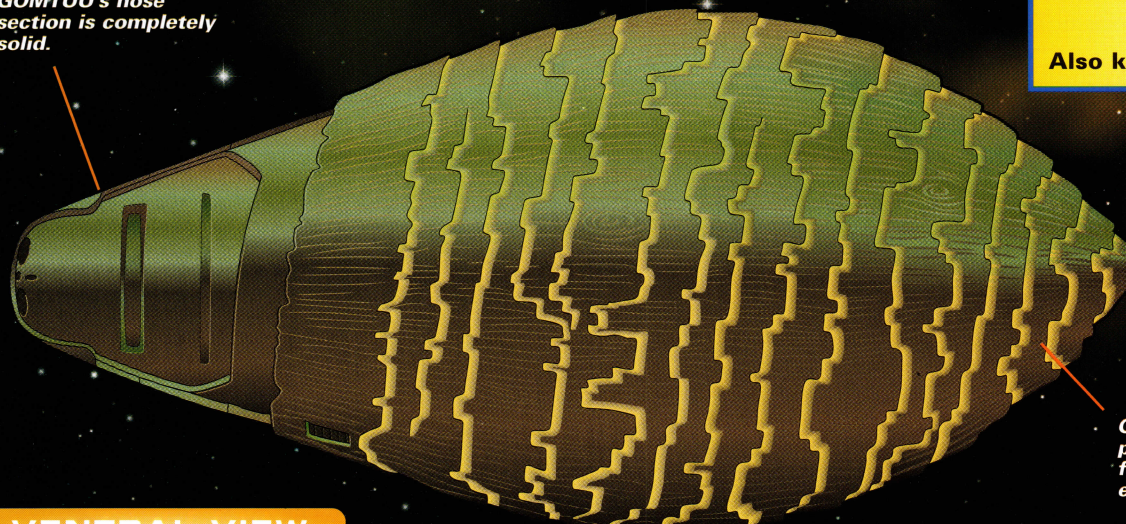
▲ **GOMTUU** is both a life form and a spacecraft. It can communicate telepathically, and the atmosphere inside is suitable for carbon-based life forms. It is not clear whether **GOMTUU** evolved into this form or whether it was adapted by its crew.

PORT VIEW



GOMTUU's outer hull comprises overlapping layers. Energy can be seen glowing where the layers meet.

GOMTUU's nose section is completely solid.



VENTRAL VIEW

GOMTUU can emit a powerful energy wave from its rear. The wave expands in a circle.

GOMTUU

First recorded: 2367
Type: Sentient organic starship
Also known as: 'Tin Man'

Gomtuu

Starfleet's transporters. *Gomtuu* also has impressive weapons capabilities. When deploying one of its weapons, the creature revolves, emitting a blue light pulse that transforms into hundreds of streams of small pulses that can completely destroy a **Romulan Warbird**. This weapon is so powerful that it can seriously damage any vessels that are nearby, and not just its target.

Gomtuu is also able to produce a wave that can propel two vessels 3.8 billion kilometers through space, and can generate a forcefield sophisticated enough to prevent the use of Starfleet transporter systems.

Lonely voyage

Gomtuu's original purpose was to act as a spacefaring vessel; it communicates telepathically and can maintain an internal, Class-M type environment that is suitable for most humanoid.

Inside *Gomtuu* there are corridors and chambers, just as there are on any other spacecraft, but these are fleshy and ribbed. Light is provided by an internal source, and distributed through vents in the upper portions of the passages and chambers; *Gomtuu* can create visual displays on its walls that allow its crew to view the surrounding space.

Gomtuu has a significant amount of control over its internal arrangement. For example, it can manipulate its structure to open doors or to 'grow' a chair from the floor of one of the chambers. It can also alter the density of the walls, allowing objects to pass through them.

Gomtuu has been unoccupied for thousands of years, and little is known about its original crew. They appear to have died following an explosion in space, after which fatal levels of radiation penetrated *Gomtuu's* outer layers.

Although *Gomtuu* originally worked with a crew, it is quite capable of acting on its own. But as it is largely dependent on symbiotic interaction, the death of its passengers was an unimaginable loss.

After the accident, *Gomtuu* continued to roam through space. Although it remembers that there were once millions of similar creatures, it did not encounter any more of its kind; it could well be the last of its race. Without a crew, *Gomtuu* is incredibly lonely and eventually decides to commit suicide. It finds **Beta Stromgren**, a star that is on the point of supernova, and takes up orbit; it plans to die as the star explodes.

Federation contact

Gomtuu is sighted in 2366 by Starfleet's long range automatic **Vega IX probe**, which has been sent to monitor Beta Stromgren's imminent supernova. The life form is unknown to Starfleet, who refer to it as **Tin Man**, but all attempts at subspace lingual contact are unsuccessful. *Gomtuu* also fails to respond to hailings from a *Romulan Warbird*. It appears that it can only communicate telepathically.

Starfleet sends the **U.S.S. Enterprise NCC-1701-D** to make contact. **Tam Elbrun**, a powerful **Betazoid** telepath and specialist in first contact situations, is assigned to the



Enterprise in the hope that he can establish communication. Elbrun is able to reach *Gomtuu* over vast distances almost from the moment he boards the *Enterprise*.

The mission is particularly sensitive because, although the claim is disputed, Beta Stromgren is located within a star system that the Romulans consider to be under their control. The Romulans resent any intrusion into their perceived territory from Federation vessels, or unknown life forms, and if they are unable to control the new arrival, they intend to destroy it.

When Elbrun arrives at Beta Stromgren, he beams over to *Gomtuu* and establishes full telepathic communication with the vessel. He is briefly overwhelmed when *Gomtuu* transmits a lifetime of experience to him in a few seconds, but eventually their relationship proves mutually beneficial. Elbrun provides *Gomtuu* with an alternative to suicide: his telepathic sensitivity provides the creature with the ideal companion. *Gomtuu's* tranquil and soothing nature calms the highly strung Elbrun, providing him with the peaceful, isolated atmosphere for which he yearns. The two of them leave Beta Stromgren together.

▶ **Tam Elbrun establishes contact with GOMTUU when they are several light years apart. Elbrun warns GOMTUU when the Romulans are about to attack it.**



▶ **GOMTUU's interior is constructed from fleshlike material. When Elbrun reaches out to touch it, GOMTUU alters its density so that he can put his hand inside the wall.**



▶ **GOMTUU creates a chair for Elbrun. It can also create viewscreens on parts of its walls to allow the crew to see what is happening outside.**

DEFENSE SYSTEMS

Defending itself

Gomtuu is capable of generating an enormous amount of power. During the encounter with the **U.S.S. Enterprise** it uses two weapons that are far more effective than anything that is available to the Federation. When Elbrun warns *Gomtuu* that a **Romulan Warbird** is about to attack it, the vessel turns its back on the approaching ship and begins to glow with energy. Within seconds, it emits a massive energy wave, that spreads in a circle around the vessel. At its center the energy wave is solid, but as it moves further away from *Gomtuu* it begins to break up into individual beams of energy. These beams destroy the *Warbird* in seconds, effortlessly overpowering its shields. The wave continues to spread after it has destroyed the *Warbird* and severely damages the *Enterprise*, which is following it. *Gomtuu* also generates a wave that throws the *Enterprise* and another *Warbird* several billion kilometers away from Beta Stromgren.

▶ **The wave is so powerful that it overcomes the WARBIRD's shields and completely destroys the Romulan ship.**



▶ **GOMTUU generates an energy wave that spreads in a circle all around the ROMULAN WARBIRD. At this range, the wave destroys anything in its path.**





Spock: First Officer

Unlike many *Starfleet* officers, Spock sees his time as first officer as a job in itself, not just a step toward his own command. Even after becoming captain of the *U.S.S. Enterprise*, he is happy to step aside to let Kirk resume control.

Spock distinguishes himself in many capacities during his long, successful career, but he is best known as one of *Starfleet*'s finest first officers, serving aboard the *U.S.S. Enterprise NCC-1701* under Captain James T. Kirk.

Perhaps the most fascinating aspect of Spock's career as first officer is his unique personal relationship with James Kirk. At first glance, it would seem a professional mismatch doomed to failure: a young, headstrong captain, prone to rely on emotions and intuition in dealing with crises, paired up with a stoic, logic-driven half-Vulcan, an alien in a mainly human *Starfleet*. Yet it is exactly this disparity that gives their relationship its powerful and unique dynamic.

Spock will sometimes question Kirk's judgment, but it is usually done within the context of a good first officer's duty. Likewise, on the rare occasions when Spock has disobeyed direct

orders, it is nearly always because the situation warrants it, and not for his own personal gain.

Sadly, even as late as the 23rd century, some humans exhibit prejudicial feelings toward the strictly logical behavior of Vulcans, and this causes a certain amount of difficulty for Spock, especially in matters of command. In fact, the commander of a *Romulan Battle Cruiser* once suggested that Spock's race was the only reason he had not yet been awarded his own command. Although this is not the case, his Vulcan nature undoubtedly causes him problems.

Cultural problems

Spock has much to learn about the behavior and motivations of a ship full of emotional beings before being able to effectively command them. As a Vulcan, Spock's criteria for decision-making are strictly logical in nature. To humans, this way of reasoning can easily be misinterpreted as cold and unfeeling; the result is

PROFILE ON A FIRST OFFICER

NAME: Spock

STATUS: First officer, *U.S.S. Enterprise NCC-1701* and later *U.S.S. Enterprise NCC-1701-A*

REMARKS: Spock's Vulcan nature can sometimes be misinterpreted when he is placed in command situations. He appears to have little ambition to pursue his own command of a starship; he seems happiest when serving as Kirk's first officer.

FIRST SEEN AS FIRST OFFICER: 'Where No Man Has Gone Before' [TOS]



▲ Spock's logical nature can sometimes seem cold and uncaring to his human crewmates, and his lack of understanding of human emotions occasionally causes problems. But as a counterpoint to the sometimes overly-emotional Captain Kirk, he is the ideal first officer.

extra difficulty for Spock in gaining the respect and confidence of the crew.

Difference of opinion

Spock's commands are often challenged, and his reasoning is sometimes called into question. Because he does not

appear to possess much capacity for emotional empathy with the crew, Spock has to work harder to earn the trust of his shipmates than would an equally competent human first officer. Kirk expresses the belief that Spock possesses "intuitive

insight", but that he may not always be enough in tune with these feelings to act on them, and he suggests that Spock seek out the advice of Dr. McCoy in order to see more clearly the emotional side of difficult situations. It is to Spock's credit that he

CAREER SATISFACTION

★ Equal rank

Even when Spock holds the rank of captain himself, he is happy to serve as Captain Kirk's first officer.



★ New captain

Captain James T. Kirk takes command of the *U.S.S. ENTERPRISE* in 2363, with Spock as his first officer. It is the beginning of a special relationship.



★ Step aside

Spock is happy to stand aside as commanding officer of the *U.S.S. ENTERPRISE* during the Genesis crisis.

Spock: First Officer



★ Captain's weakness

Spock's logical Vulcan nature allows him to recognize the times when Kirk is being led by his emotions; he is less likely to be swayed by the same feelings.

is able to overcome these obstacles to become a successful command officer.

While serving as first officer, Spock does not appear to be ambitiously pursuing a captaincy of his own, even though the position is usually seen as a prime grooming post for future captains. He remains secretive about his intentions as far as command is concerned, even when pressed on the subject by Dr. McCoy. In general, he seems content to

remain at Kirk's side and perform his duties as first officer to the best of his ability.

No duty of the first officer is more difficult or distasteful than having to relieve a superior officer of command. Yet this unenviable position is one Spock has found himself in several times over the course of his career. He has had to relieve Kirk from command of the *Enterprise*, and has also had the duty of relieving **Commodore Decker**. Although such decisions are stressful and dangerous for any first officer, Spock is able to perform this duty with decisiveness and resolve once he has logically eliminated all other possibilities.



Another primary duty for a first officer is to protect the captain from harm. For example, the first officer will often lead dangerous away missions, while the captain remains aboard ship in relative safety.

Keeping the captain safe

However, in Spock's particular case, this is easier said than done. Kirk has a tendency to insist on placing himself in harm's way on a regular basis. Spock dutifully attempts on many occasions to take the risk upon himself, but usually to little avail. Because of Kirk's insistence on venturing into dangerous situations, Spock often finds himself helping the captain out of danger rather than keeping him from it in the first place.

Spock eventually rises

★ Formal gatherings

As first officer, Spock is often present at formal gatherings with important visitors and guests aboard the U.S.S. ENTERPRISE.

to the captaincy of the U.S.S. *Enterprise*, though when he commands the ship it is used for training cadets at **Starfleet Academy** rather than on deep space missions. When the *Enterprise* and its inexperienced crew are called upon to respond to an emergency, he is more than willing to step aside and let the now-**Admiral Kirk** take the captain's seat, knowing that he is the best man for the job.

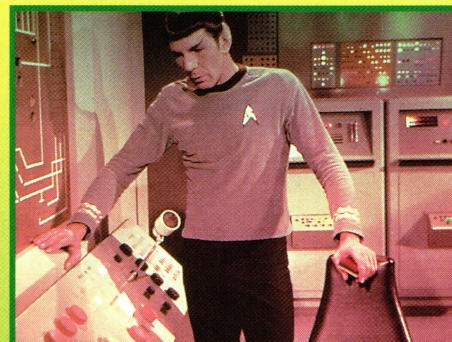
When Kirk is demoted to captain and is given command of the **U.S.S. Enterprise NCC-1701-A**, Spock is content to once again take his place as Kirk's first officer, even though he has equal rank to the man sitting in the captain's chair. Likewise, Kirk knows that with Spock's experience and knowledge, his own position as commander of a starship is much stronger.

"My first responsibility is to the ship . . . command requirements do not recognize personal privilege."

— Spock to Dr. McCoy

★ Hard decision

Spock's decision to help Captain Pike could have ruined his career, but Starfleet takes a lenient attitude.



VARIED ROLE

Adaptability

On any ship, the first officer holds a great deal of responsibility, and is required to perform a number of tasks. This is especially true on the U.S.S. *Enterprise*, a ship that sees more than its fair share of drama. Spock is an accomplished and completely trustworthy commander, prepared to lead away missions, or to take command when the captain is sick, absent, or incapacitated. In addition to his first officer role, Spock must also keep on top of his duties as the ship's science officer. This entails performing other day-to-day tasks such as keeping an eye on the welfare of the crew.



★ Crew welfare

Spock's duties as first officer include ensuring the welfare of his crewmates, but his dispassionate Vulcan nature can often be seen as a problem.



★ In command

As a command officer, Spock often leads landing party missions, such as the one to investigate Murasaki 312.



★ Center seat

Spock takes the captain's chair when Kirk is incapacitated by a stab wound en route to the Babel Conference. He remains there until Kirk returns.

★ Ready for combat

Spock may be called on to take command of the U.S.S. ENTERPRISE in combat situations, such as when the ship is up against the 'Planet Killer' that has already destroyed the U.S.S. CONSTELLATION.

Tuvix

When a transporter accident combines **Tuvok** and **Neelix**, creating a completely new individual, the *U.S.S. Voyager* gains a new and very valuable crew member. But new ethical dilemmas arise when a way is found to reverse the process.

The being who takes the name **Tuvix** is an amalgamation of two *U.S.S. Voyager* **NCC-74656** crew members, the **Talaxian Neelix** and the **Vulcan Tuvok**. He is 'conceived' in a transporter beam by the process of **sympioogenesis** when the neural patterns – including, DNA sequences, proteins, and enzymes – of the two men are completely merged, resulting in a unique new individual. The catalyst for the merger is a sybiogetic orchid.

Tuvix retains the memories of Tuvok and Neelix, but has only one consciousness. His origin is highly unusual, and the questions his very existence raises for the

Voyager crew are extremely complex.

Tuvix's appearance, as with everything else about him, is a judicious combination of Vulcan and Talaxian anatomy. He has Talaxian facial spots and Vulcan ears; the shape of his head is distinctly Talaxian, but his eyebrows are Vulcan. He is taller than Neelix, but shorter than Tuvok. His skin is the rich brown color of Tuvok's and his hair is sparse, wispy, and long like that of Neelix, but is as dark as Tuvok's.

Three elements

Tuvix's clothing is also modified. As well as the outfits worn by Neelix and Tuvok before the merger, it also shows evidence of the orchid responsible. A flower

PROFILE ON TUVIX

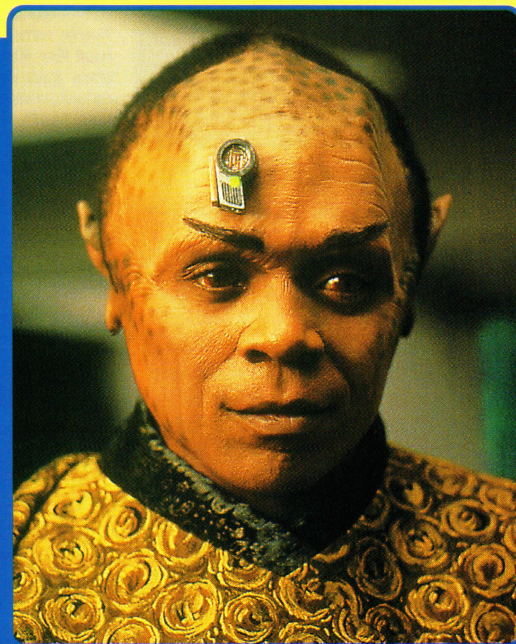
NAME: Tuvix

LIFE FORM: Tuvix comes into existence in 2372 when a transporter accident amalgamates the Talaxian Neelix and the Vulcan Tuvok.

STATUS: Crew member aboard the *U.S.S. Voyager NCC-74656*

REMARKS: Tuvix combines the best talents of both men, resulting in a crew member who is a better tactical officer than Tuvok and a better cook than Neelix. He is also more organized than Neelix, and more intuitive than Tuvok.

FIRST SEEN: 'Tuvix' [VOY]



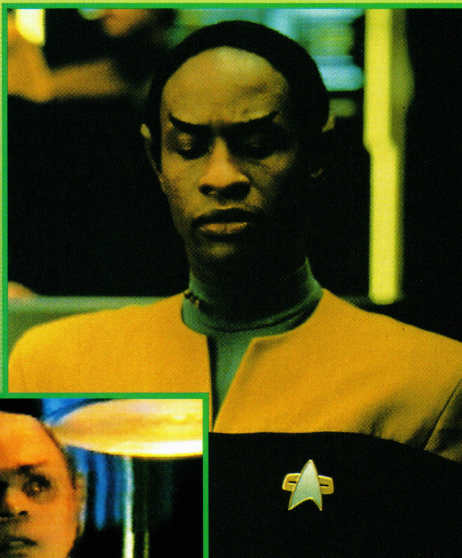
Tuvix carries elements from all three of his component parts. He has Talaxian spots on the side of his face, Vulcan ears and eyebrows, and the pattern of the orchid responsible for the transformation can be seen in his clothing.

COMBINATION CREWMAN



Talaxian

Part of the combined Tuvix comes from Neelix, who is emotional and enthusiastic.



Appearance

When Tuvix appears in the transporter room, he suggests that he should go to sickbay.

Vulcan virtues

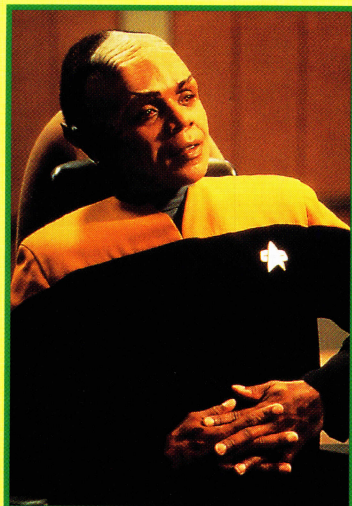
Tuvok brings Vulcan logic and detachment to Tuvix, but the addition of Neelix's enthusiasm and quick thinking make for a more accomplished tactical officer.

Valued member

The other members of the *U.S.S. VOYAGER* crew soon come to accept Tuvix, and he finds that they accept him for what he is, a new individual who reminds them of their old friends.



Tuvix



★ Adviser

Captain Janeway soon discovers that Tuvix can be a font of valuable advice.

pattern adorns the upper yellow portion of a uniform that now sports a more decorative collar.

Tuvix is the first to comprehend the cause of his mysterious birth. Drawing upon Tuvok's botanical knowledge, Tuvix recognizes the presence of lysosomal enzymes as a possible indicator of symbiogenesis, a reproductive process whereby two species meld to become a third. The process has been facilitated in this instance by the transporter beam, which has reduced Neelix, Tuvok, and the orchid to their microcellular levels to enable transport. An accidental side effect has recombined them into a single entity, producing the new species.

No easy reversal

Several unsuccessful attempts at reversing the symbiogenesis are made using a clematis, a chrysanthemum, and a symbiogenetic orchid as test materials, but eventually the **Doctor** and the crew realize that accepting Tuvix as their newest member is the only likely outcome. Tuvix, resigned to his fate, is eager to take on the joint roles of tactical officer and chef.

Tuvix is a complete merger of the personalities, talents, and desires of Tuvok and Neelix. Like Neelix, he is a passionate man, prone to gesture when he talks and he expresses his feelings freely. Unlike Tuvok, he may speak before he thinks, and is often compelled to speak from his heart. His dual Talaxian and Vulcan natures lead him to express remorse for his uncontrolled



★ Feelings remain

Tuvix retains the love Neelix had for Kes. He hopes that they can continue their relationship, but he also has feelings for T'Pol.

emotions, and in most cases his expression retains the serene control of a Vulcan. But he is unafraid to say "I love you", or to fight for what he believes; he has a powerful sense of self. Tuvix is nothing if not confident, whether he is in the kitchen, at the tactical station, playing pool, advising his captain, or wooing a woman.

Finding his place

Tuvix quickly and seamlessly finds his place among the crew. Neelix's willingness to trust his intuition, combined with Tuvok's expertise and knowledge, enhances Tuvix's performance as a tactical officer, and he is apt to use humor combined with intellectual insight when consulting the captain as her chief security officer.

He is also a better cook than Neelix; Tuvok's organizational skills have long been needed in the kitchen. His refined taste augments Neelix's knowledge of cooking, leading Tuvix to create truly delicious food for the *Voyager* crew. Much like a canine mongrel, he is more clever and less neurotic than the pedigree.

Tuvix combines Tuvok's logical Vulcan approach to life with



Neelix's enthusiasm and gusto. He sees the humor in this odd situation, and knows that worrying would serve no logical purpose.

Tuvix feels all of Neelix's love for **Kes**, and is drawn to be with her and to be consoled by her as he struggles to accept who he is. Despite this strong desire, he is considerate enough to give her the time and space she needs to grieve, though he wants her to accept who he is now and to be open to the possibility of love between them. Both his feelings and Kes's are complicated by his love for **T'Pol**, Tuvok's wife, but this does not lessen the power of his feelings for Kes.

Unfortunately, the very existence of Tuvix is a constant reminder to Kes of the loss of her lover Neelix and her mentor Tuvok. She slowly warms to the idea of friendship and the possibility of more, but when the Doctor discovers a way to reverse the process of symbiogenesis and return Neelix and Tuvok, Kes wants them back.

Tuvix's life has lasted less than three weeks, but he is much more

"I'm trying to accept who I am now . . . Captain Janeway tells me there's a place for me on this ship . . . but I can't help feeling like some sort of impostor."

— Tuvix

★ Good cook

Tuvok's enhanced senses make Tuvix a better cook than Neelix. The food he produces is much more palatable.

than an accident to the crew. He is a friend and colleague, and the possibility of returning Neelix and Tuvok at the expense of his life raises important moral questions.

Tuvix is mortified by **Captain Janeway's** presumption that it is her call as to whether he lives or dies. Tuvix feels that Neelix and Tuvok live on inside him; he thinks of them as parents, people he knows very intimately. That Janeway is willing to sacrifice him – in effect to execute him – to enable their return seems incomprehensible. He is aware that some may think him a coward for not considerably sacrificing his life for another, but his will to live is that of two men, and he is not going to die without a fight. He is alive now; they are not.

Process reversed

Despite Tuvix's wishes, Captain Janeway decides the decision is hers to make. The Doctor, unable to take a life, leaves Janeway to administer the radioisotope that makes it possible for surgical targeting scanners to separate the DNA of each man from the other. Tuvix admonishes the people he leaves behind, but finally, and sincerely, he does forgive them. The procedure is a success and the two men resume normal duty soon after.

★ Final solution

Tuvix is separated back into Tuvok and Neelix using surgical targeting scanners that identify DNA.



★ Right to life

Tuvix feels that he has a life of his own, and that he should be the one to choose whether or not to undergo separation, but Captain Janeway overrules him.



FILE 43 STARFLEET PERSONNEL

Neela Daren

Neela Daren, the new head of **Stellar Cartography** aboard the *U.S.S. Enterprise NCC-1701-D*, is a dedicated officer whose interest in science and music leads to a romantic involvement with her commanding officer, **Captain Jean-Luc Picard**.

Lieutenant **Commander Neela Daren** is an attractive, middle-aged woman with shoulder-length auburn hair. In 2369, she joins the crew of the *U.S.S. Enterprise NCC-1701-D* as the new head of the **Stellar Cartography** department.

Daren is a dedicated professional and a tireless worker; she thinks nothing of scheduling her crew to work very early in the morning. But she is also considerate toward her colleagues; when she needs several of the ship's systems, such as the **replicators**, be taken off line so that they will not disrupt her readings, she gathers the required data at 3am, when it will cause as little disruption as possible.

When pursuing scientific data, Daren is determined to complete her task, such as on one occasion when her crew is allocated a set amount of time on the main sensor array to track

a gas flow. As their time nears its end and the data is incomplete, she approaches **Commander Riker** to request more time. He politely, but firmly, says no; engineering is next in line for the array. Daren refuses to give up, explaining that her crew is at a critical juncture. With her persistence, Riker agrees he might be able to find time on the array the next day. Daren gracefully accepts this offer.

Building her team

Daren works hard to form a dynamic team in Stellar Cartography. During a conversation with **Ensign Cabot**, she discovers that he wants to transfer from quantum mechanics to her department. Reasoning that quantum mechanics is already over-staffed, she offers Cabot a position without first clearing it with Riker. When Riker is offended by her breach of protocol, she apologizes, but tries to justify her actions as that of a good

PROFILE ON NEELA DAREN

NAME: Neela Daren

LIFE FORM: Human female

RANK: Lieutenant Commander

STATUS: Head of Stellar Cartography, *U.S.S. Enterprise NCC-1701-D*.

HOBBIES: Neela loves music and is an accomplished pianist. She practices on a folding keyboard she bought on *Mataline II*.

REMARKS: Neela enjoys a brief romantic relationship with Captain Jean-Luc Picard.

FIRST SEEN: 'Lessons' [TNG]



▲ When Neela Daren is posted to the *U.S.S. ENTERPRISE NCC-1701-D*, she finds that her love of science and music leads to romance with Captain Picard.

department head, all the while pressuring Riker to approve the transfer. Though she can sometimes come across as forthright and demanding, there is no denying that Daren is dedicated to her job.

Like all good **Starfleet**

officers, Daren is a quick thinker, and is good at improvising on a moment's notice. She once led a team of geologists to study a plasma geyser on **Melnos IV**. To form a protective shield against the heat, they cross-

connected a few thermal deflector units. When, on **Stardate 46693**, the *Enterprise* has to evacuate a **Federation** outpost on **Bersallis III** that is being threatened by a firestorm, Daren suggests using the same technique to

BUDDING ROMANCE



Casual manner

Neela is not intimidated by the captain's rank. She jokes with him that no wonder he cannot sleep when he drinks tea at 3am.

Shared interests

Neela and Picard share an interest in music. She brings her folding keyboard from *Mataline II* to his quarters.



Mutual attraction

The attraction between the two officers grows. As they become closer, it develops into a full-blown romance.



Musical date

Neela takes the Captain to a *Jefferies* tube intersection that is the most acoustically perfect spot on the ship. Here, they play a duet.

Neela Daren



★ Intimate meeting

Jean-Luc Picard and Neela Daren enjoy a romantic evening together in the Captain's private quarters. The lighting is dimmed to add to the mood.

evacuate the colonists in time.

In addition to her interest in science, Daren is a talented pianist. As a child, she had no problem practicing the piano; her parents had to force her to go outside and play in the fresh air. She also appreciates musical ability in others. Once, Daren heard a **Kerelian** tenor whose incredible, soaring range she found wonderful and unforgettable. Her interest in piano music is so strong that she purchases a portable set of piano keys on **Mataline II**.

Perfect spot

Daren takes this flat piano, rolled up in a purse, as she explores the **Jefferies tubes** on the *Enterprise*, searching for the most acoustically perfect spot on the ship. She finds

this at the fourth intersection of Jefferies tube 25.

While serving on the *Enterprise*, Daren performs Chopin's 'Trio in G Minor' with **Lt. Commander Data** and other crew members for a well-received concert in **Ten-Forward**. By chance, Daren discovers that **Captain Jean-Luc Picard** is also interested in music, though he claims to be an amateur.

Daren first meets Picard when he interrupts an experiment and ruins four hours of work. Daren berates him until she realizes he's the captain, which makes her pause. Recovering quickly, she offers him a tea blend, one of seven she has personally programmed into the **replicators**. Then she remarks that it is no wonder he doesn't get any sleep if he drinks Earl Grey tea at three in the morning. Unlike other crew members who might feel put off by Picard's rank, Daren is unfazed by it. As she gets to know him better, she worries that he is

isolated from his crew.

Picard's enthusiastic response to Daren's Chopin concert leads her to believe he would like them to play music together, and she arrives unannounced at his quarters with her portable piano. With her charm and encouragement motivating him, Picard plays his **Ressikan flute** for her. Pleased by her praise, he agrees to learn how to play a duet. Later, she takes him to her secret concert chamber in Jefferies tube 25. Here, their relationship shifts into romance as they discover the similarities in their intellects and interests.

Problems arise

At first, Picard has trouble being intimate with Daren in front of other crew members; this annoys

"Promise me something. Don't ever give up on your music."

— Neela Daren to Picard



★ Traditional tunes

Neela plays the grand piano, a traditional Earth instrument, during a recital.

her, and she wonders if she's misread him. Perhaps he's the type to kiss someone and move on to the next conquest. But Picard apologizes for his rude behavior, and they make up.

But soon, other issues surrounding her relationship with the Captain surface. For instance, when Daren approaches Riker with professional requests, he feels uncomfortable turning her down because of her involvement with Picard. It says a lot for Daren's integrity that it never occurs to her to use the relationship to her benefit. Both Daren and Picard agree to not let their relationship get in the way of their work, but this proves impossible.

On Stardate 46693, Daren is placed in charge of the deflector teams

Picard worries for Daren's safety. And while she is on the planet, facing death in the firestorm, she worries that Picard will blame himself if she does not make it back. When it appears that Daren is one of the casualties, Picard is devastated and wonders if he'll ever enjoy playing music again. Luckily, Daren survives, but they both realize that their relationship can't continue. Because he is in love with Daren, Picard won't be willing to place her in danger again.

As Daren is not prepared to sacrifice her career, she requests a transfer off the *Enterprise*, but she makes the Captain promise to never give up his music.

IN DANGER

The Bersallis firestorms

Every member of a starship's crew will be required to take part in away missions from time to time, and Neela Daren is no exception. The Bersallis firestorms ravage the surface of the planet once every seven years, and when a particularly violent firestorm hits, the *U.S.S. Enterprise* is called in to help evacuate the Federation colony. Daren supervises the installation of thermal deflector units.

★ Taking refuge

Neela and the U.S.S. ENTERPRISE away team shelter in caves to escape the ravages of the firestorms.



★ At risk

Neela Daren is a dedicated officer who is prepared to risk her life for the sake of the outpost staff who need to be evacuated.



★ Survivor

Picard is relieved that Neela has survived her away mission, but he realizes he will never be able to place her in such a dangerous situation again. They decide that it is best to end their relationship.

FILE 65 MEDICAL FACILITIES

Medical Kit: 2360's to 2370's

The medical kit is taken on almost all **Starfleet** away missions. The design has changed slightly over the years, but the function is still to provide easy access to emergency medical equipment so that lives may be saved and injuries healed.

The **Starfleet** medical kit contains a selection of highly sophisticated devices designed to provide the chief medical officer, and other medical staff members, with the best possible equipment to treat injuries and disease.

The casing of the medical kit is of a rugged construction so that the sensitive equipment remains intact and free from damage. Opening at the top, the kit splits like a briefcase,

into two separate halves. The color scheme is usually a drab gray/silver with white lines running around the case; the exterior design is secondary to the kit's primary function, and is much like the engineering kits used in similar situations.

Contents

The most important device in the medical kit is the **medical tricorder**. This device allows the medical officer to scan the patient and

determine the exact cause or extent of injury, or the type of disease. Other devices contained within the medical kit include a respirator, a field **hypospray**, drugs, bandages, a sample kit and a defib module. Each kit can be modified to each mission by taking the specific tools or drugs that will be needed.

The medical kit is often a lifesaver for stricken crew members and even alien species encountered for the first time. Although **Starfleet**

▲ **The earlier model of the 2360's medical kit has a more horizontal rectangular shape than the later, more rounded style.**

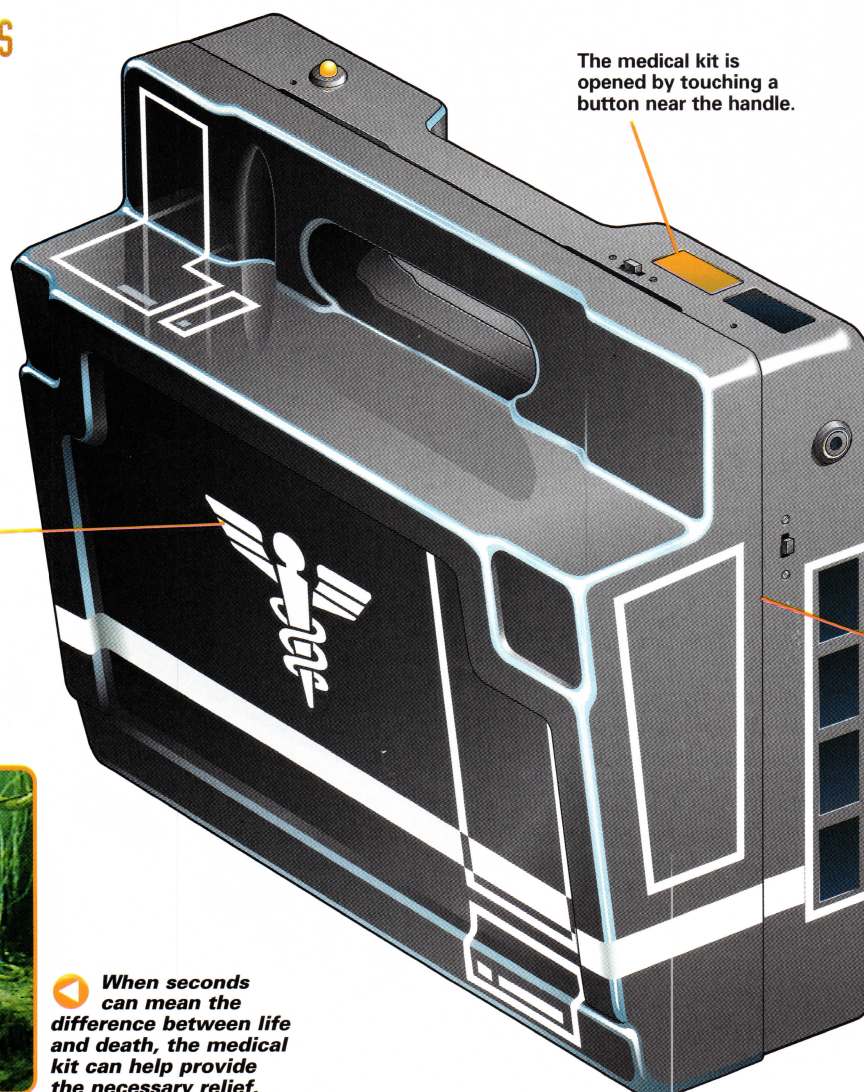
medical knowledge is limited to what is contained in its enormous database, new races are constantly being discovered and their information is added to this vast store of knowledge. A **Starfleet** physician with a standard medical kit is always a good bet for curing the sick or injured, no matter the race.



MEDICAL KIT 2360's

Design The medical kit is designed for practicality over style. The markings on the front indicate that it is used for medical purposes only. The case is usually a drab gray or metallic silver, with white lines around the casing.

The medical kit displays the sign of caduceus, the universal symbol of a physician.



The medical kit is opened by touching a button near the handle.



▲ **Once the medical tricorder tells the medical officer what the problem is, she can open the kit and choose the required instrument.**

The medical kit opens into two separate parts. The inside has special padding to protect the instruments from any rough handling.



◀ **When seconds can mean the difference between life and death, the medical kit can help provide the necessary relief.**





MEDICAL KIT: 2360's-2370's

UPDATED MEDICAL KIT: LATER 2360's

1 Closed kit

When closed, the med kit is a compact device. The straps are attached to the top, and the main peripheral is the medical tricorder.

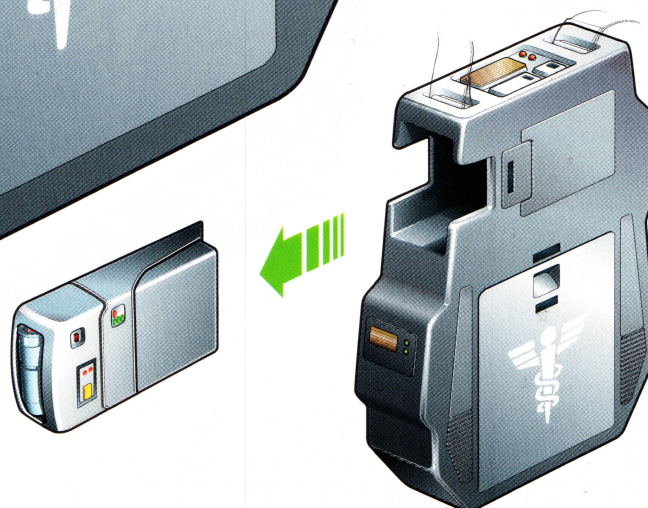
Thanks to its positioning at the top of the tricorder, the small, handheld medical scanner can be taken out of the larger med kit without removing the entire tricorder.



▲ The medical kit is worn with a strap, leaving the medical officer's hands free.

The later medical kits still carry the caduceus to indicate their purpose.

2 Medical tricorder access The important medical tricorder is easily accessed from the front, where it slots into the main body of the kit.





'Assignment: Earth'

The *U.S.S. Enterprise* is visiting 20th century Earth when the crew encounter a mysterious man who claims to have transported in from a distant planet to help save Earth. But to do so, he needs to detonate a nuclear warhead.

'CAPTAIN'S LOG'

"Using the light-speed break-away factor, the *ENTERPRISE* has moved back through time to the 20th century. We are now in extended orbit around Earth, using our ship's deflector shields to remain unobserved. Our mission – historical research."

The *U.S.S. Enterprise* NCC-1701 is orbiting 20th-century Earth on a historical research mission when it accidentally intercepts a powerful transporter beam that originates from 1,000 light years away.

A man carrying a cat materializes in the transporter room and asks why he has been intercepted. He talks to his cat, who he calls **Isis**, and then tells **Kirk** that his name is **Gary Seven**, and that he is a human being from the 20th century. Kirk does not believe him, but he goes on to explain that he has been living on another planet that is far more advanced. He refuses to give the name or the location of the planet and warns Kirk that if he interferes with him, or what he has to do, he risks changing history and destroying Earth.

Kirk decides he needs more proof. When Gary resists arrest, **Spock** tries a **Vulcan nerve pinch** on him, but it has no effect. When he attempts to beam down to Earth, Kirk stuns him with a **phaser** blast.

Dangerous time

Kirk calls a meeting to discuss their mysterious guest. After checking historical tape banks, Spock reports that an orbital nuclear warhead platform is being launched that day by the United States to counter a similar launch by other powers. These nuclear platforms were one of the era's biggest problems; the slightest mistake could have triggered off a holocaust.

In the brig, Gary uses a **servo pen** to neutralize the forcefield and to send the security guard to sleep. Meanwhile, **Dr. McCoy** reports that Gary's readings are bizarrely perfect.

Although they trigger a security alert, Gary Seven and Isis reach the transporter room and beam down to Earth. Gary enters an office through a transporter device hidden behind a cocktail cabinet. Here, he activates a computer hidden behind a bookcase, and asks it for the location of **agents 201** and **347**. The computer informs him that the agents have been missing for three days, and adds that the two agents' mission was to set a malfunction in the rocket belonging to the United States, but they have not done so. There is now only a little over an hour until launch.

Gary tells the computer that if the agents

ON SCREEN...



1 The *U.S.S. ENTERPRISE* is visiting Earth's past on an historical research mission. Its task is to find out how the planet survived the nuclear threat.



2 The crew intercept a transporter beam and a man who calls himself Gary Seven. He realizes the *ENTERPRISE* is from the future and demands to be beamed down.



3 Kirk confines Gary to the bridge, but he and his cat, Isis, manage to escape by using a servo pen. They avoid the security guards and make their way down to Earth.



4 When Gary arrives in his office, he activates the computer. After he has identified himself, it tells him that agents 201 and 347 failed to complete their mission.



5 Kirk and Spock beam down to the planet in period clothing to try and find Gary. Scotty uses the *ENTERPRISE*'s sensors to guide them to him.



6 Gary mistakes Roberta Lincoln for one of the agents and accidentally shows her some of his technology, but he manages to cover up his real origins.





'Assignment: Earth'

cannot be located immediately he will undertake their mission. Meanwhile, Kirk and Spock beam down to Earth to look for him.

The computer provides Gary with several government identity cards. When a young woman arrives in his office, he assumes she is the missing agent 201, but the computer identifies her as **Roberta Lincoln**, a secretary employed by the missing agents. She knows nothing about the mission, and Gary persuades her he works for the government.

Kirk and Spock locate the office just as the computer informs Gary that the two agents were killed in an automobile accident. They are detained by Roberta, who calls the police, while Gary escapes by using his transporter to travel to the rocket launch site. When the police arrive, **Mr. Scott** is forced to beam everyone aboard the *Enterprise*; the police are quickly sent back.

Nuclear weapons

Gary uses his servo pen to subdue a guard at the launch pad, then stows away in the trunk of a car that takes him to the rocket. He climbs onto the platform elevator and begins to make his way up to the top.

Kirk and Spock beam down to the launch site, but are caught by a security guard. Back in the office, Roberta trips a switch and reveals the hidden transporter. At the rocket base, Gary opens a panel in the rocket and begins to tamper with the wiring.

Scotty manages to locate Gary and tries to beam him aboard the *Enterprise*. At the same time, Roberta plays with the control panel, activating a transport beam that intercepts the one from the *Enterprise* and brings Gary to the office. He tells Roberta he didn't have enough time to complete the mission. As they watch the launch on the computer screen, Kirk and Spock are still detained at the control centre.

When the warhead takes off, the computer tells Gary he can still take control of it. When he arms it, Roberta tries to call the police, but Gary uses his servo pen to knock out the phone line. The *Enterprise* picks up communications from other leading countries who have begun arming their own warheads in response; Scotty tries to contact Kirk. Roberta overpowers Gary and takes his device before he is able to blow up the warhead.

Scotty beams Kirk and Spock out of the control centre. The armed warhead is now heading back to Earth. Gary tries to convince Roberta to allow him to return to the computer and destroy the warhead, but she refuses.

Kirk and Spock beam into the office. Spock attempts to program the computer to destroy the warhead, but he needs extra time. Kirk lets Gary use the computer and he detonates the warhead before it hits Earth.

Spock notes that history has been

protected, and, according to records, the malfunction of the warhead eventually resulted in a new and stronger international agreement against the use of nuclear weapons. While everyone else is talking, Isis briefly reveals to Roberta that she is in fact a human female.

ON SCREEN...



7 When Kirk and Spock arrive, Gary locks the door to his office and uses a concealed transporter device to go to the rocket base.



8 Gary and Isis arrive at the base and manage to overcome the guards. He hides in a car that takes him to the base of the rocket itself.



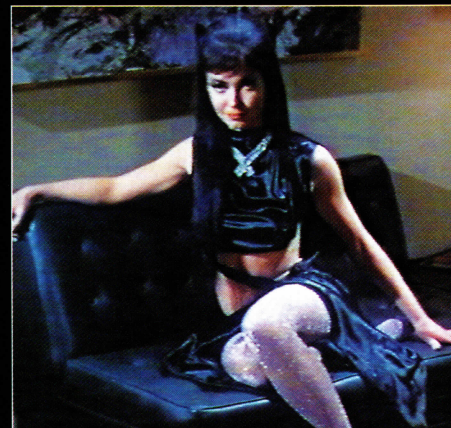
9 Gary makes his way up the side of the rocket and begins to interfere with its inner workings, but he is beamed away before he can finish the job.



10 Kirk and Spock follow Gary down to the rocket base, but are caught by the security officers before they can find him.



11 Roberta stops Gary when he arms the nuclear warhead, but Kirk and Spock arrive and allow him to destroy the missile and complete his mission.



12 When Roberta turns round, she sees that Gary's cat, Isis, has adopted a human form. It seems that she, Roberta and Gary will have an interesting future.

STARSHIP FACTS

A Gary Seven and the other agents are descended from people taken from Earth 6,000 years ago. They have been trained to protect their planet.



'Before and After'

After **Kes** is exposed to a bio-temporal chamber, she begins to live her life backward. She has no memory of what happened during her lifetime, but as she travels through time she realizes that a **Krenim** torpedo may be responsible for her condition.

'BEFORE AND AFTER'

"Her cells are in a state of bio-temporal flux. I don't understand how that could be happening before I've put her in the chamber."

— The Doctor

It is 2379, and **Kes** is dying of old age.

The **Doctor** puts her in a **bio-temporal chamber** and activates it. There is a flash of light, and Kes awakes to find herself lying on a bed in sickbay; her grandson, **Andrew**, is waiting for her with a birthday present.

Kes cannot remember anyone or anything before she was placed in the bio-temporal chamber. The Doctor tells her that she is becoming confused — he has not put her in the chamber yet. **Captain Chakotay** comes in and the Doctor explains that Kes is deteriorating rapidly. As they are talking, the Doctor discovers that Kes is cold and her cells are in a state of bio-temporal flux.

Kes sees another flash of light and wakes up in bed in her quarters. She is a little younger, and there is a picture of her cradling a baby on her bedside table. She wanders out to find an **Ocampan** woman and her grandson, who is making her a birthday present.

The woman explains that she is Kes's daughter, **Linnis**. She tells Kes that none of the things she remembers have happened. They go to sickbay and the Doctor confirms that Kes has entered the **morilogium**. **Tom Paris**, who is married to Kes, arrives and the Doctor suggests using a bio-temporal chamber to stabilize Kes's condition. Linnis objects, but Tom wants to try, and **Harry Kim**, who is married to Linnis, supports him. Kes wants to know what is going on, and the Doctor tells her she is delusional. Kes's body temperature starts to drop, and there is another flash of light. This time, she finds herself in the middle of a party in the **U.S.S. Voyager NCC-74656's** mess hall.

Back through time

It is Kes's ninth birthday. She is becoming cautious about telling people what is happening, but she quietly tells the Doctor about her memories and the time shifting. When she tells him about the bio-temporal chamber, he begins to believe her. He only thought of the chamber that morning and has not had a chance to tell her about it. They go to sickbay where Chakotay decides to start looking for temporal anomalies.

Kes begins to study her life, and Tom tells her that she was exposed to radiation poisoning during the 'Year of Hell,' a period of time when *Voyager* was attacked by the

ON SCREEN...



1 In 2379, Kes is on the point of death. The Doctor, who has taken the name Dr. Van Gogh, places her in a bio-temporal chamber and tells she is the best friend he ever had.



2 Kes is traveling back in time and cannot remember anything that happened before she was put in the bio-temporal chamber. Everyone assumes she is delusional.



3 Kes's daughter Linnis is concerned about her mother's confused state, but she assumes that her memory problems are associated with the morilogium.



4 The Doctor wants to take extraordinary measures to preserve Kes's life. Linnis's father, Tom, and her husband, Harry, try to persuade her to agree.



5 The next time Kes jumps, she finds herself at her ninth birthday party, held in the mess hall. She is now cautious about telling people what is happening to her.



6 Tom tells Kes that she was irradiated with chroniton particles during a Krenim attack on the ship. Other crew members, including B'Elanna and Janeway, were killed.



'Before and After'

Krenim. During the attacks, the Krenim killed **Captain Janeway** and **B'Elanna Torres**. After B'Elanna's death, Kes helped Tom to cope with his grief and they fell in love. Tom realizes that because the Krenim weapons use temporal technology, Kes was infected with **chroniton** particles. Kes's temperature drops again, and she jumps back in time to the point when Andrew was born.

Kes tells the Doctor that she has jumped back five times. She also tells him about the radiation poisoning, and he realizes that the bio-temporal chamber interacted with the chronitons to cause her time jumps.

Kes explains that her memories start at the moment of her death. The Doctor believes he can stop the time jumps by purging Kes's body of chroniton particles, but to do that he needs to know the exact temporal variance of the weapon that infected her. Unfortunately, *Voyager's* sensors were offline when Kes was infected.

In the meantime, the Doctor plans to stop Kes's next time jump by containing her in a bio-temporal field. He is worried that if he fails, she may eventually jump back to a time before she was born. Kes is in the field but her temperature starts to drop; the field holds her for a few moments.

Suddenly, Kes is in a shuttle with Tom, giving birth to Linnis. When they return to *Voyager*, the ship is under attack by the Krenim, and Tom has to go to the weapons array. In the confusion, Kes tells the crew what has been happening to her, but as the Doctor is offline and the sensors are not functioning, there is little they can do. Kes timeshifts again almost at once.

Before the Krenim

Kes finds herself on the **holodeck**; **Neelix's Paxau resort** program is running. B'Elanna arrives and kisses Tom. Kes begins to explain what happened when the ship is attacked by the Krenim. Everyone goes to the bridge and Kes tells Janeway that the torpedoes which are tearing through *Voyager's* shields are **chroniton** based. The next strike kills Janeway and B'Elanna. Kes tells Chakotay to remodulate the targeting scanners so they can destroy the Krenim.

Voyager is badly damaged, and Kes helps treat the wounded in sickbay. Neelix arrives and tells her that a fragment of one of the Krenim torpedoes is infecting the crew. Despite the danger from the radiation, she takes a **tricorder** and finds the torpedo. She manages to record the exact temporal variance, 1.47 microseconds, and seconds later she jumps back in time yet again.

This time Kes finds herself in sickbay with the Doctor. When she explains what happened, the Doctor and B'Elanna plan to bombard her with **antichronitons** which

they hope will eliminate the chronitons in her body and stop the time jumps. The procedure seems to be working, but before it is over, Kes jumps back to the moment when she joined the crew. She tries to explain what is happening to Captain Janeway, but before she can finish, she jumps again.

Kes spends less and less time in each time period. She spends a few minutes back on the Ocampo homeworld with her father, then she is being born, and then in the womb,

then an egg.

Suddenly time begins to move forward again. Kes is born, and then she is back on *Voyager*; the Doctor completes the antichroniton bombardment.

Kes now remembers everything up to this point, and still knows what she learned during her time jumps. She decides not to tell the crew everything she knows about their futures, but she does prepare a report on the Krenim for Captain Janeway.

ON SCREEN...



7 The Doctor tries to stop Kes's time jumps by containing her in a bio-temporal field, but it does not work.



8 Kes is back on the shuttle where Linnis was born; the U.S.S. VOYAGER is under attack by the Krenim.



9 B'Elanna and Captain Janeway are killed during the first Krenim attack. Kes helps Chakotay fight back.



10 Kes manages to record the exact temporal variance of the torpedo that infected her with chronitons.



11 Kes is thrown back to the moment when she was born, and then to a point before she was conceived.



12 The Doctor succeeds in removing the chronitons and Kes returns to 2373, with her memories of the future intact.

STARSHIP FACTS

Kes tells Chakotay that he can disable the Krenim weapons by altering the targeting scanners; this will enable them to knock out the Krenim torpedo launchers.

G continued

Garon II

The planet on which **Ro Laren** disobeyed orders during an away mission from the **U.S.S. Wellington**, resulting in eight deaths. (*Starship Log: 'Ensign Ro'* [TNG]) **SEE FILES 3, 43, 69**

Garrett, Captain Rachel

Captain of the **U.S.S. Enterprise NCC-1701-C** until her death during a **Klingon** attack in an alternate reality. This violent future timeline had resulted from her ship's untimely arrival in 2366. (*Starship Log: 'Yesterday's Enterprise'* [TNG]) **SEE FILES 5, 19, 24, 43, 69**

Garrett died in a Klingon attack, but her crew honored her wishes to return to the past in the hope that this would restore a better future.



Garrovick, Captain

Commander of the **U.S.S. Farragut**. Garrovick was killed, along with 200 crew members, by the **dikironium cloud creature** at **Tycho IV** in 2257. **James Kirk** remembered him as one of the finest men he had ever known. (*Starship Log: 'Obsession'* [TOS]) **SEE FILES 19, 31, 68**

Garrovick, Ensign

Security officer aboard the **U.S.S. Enterprise NCC-1701**. Garrovick was obsessed by the vampire cloud that killed his father years before. (*Starship Log: 'Obsession'* [TOS]) **SEE FILES 20, 68**

Garth of Izar

Famous **Starfleet** captain of the 23rd-century, driven insane by a serious accident. He used his power of cellular metamorphosis in an attempt to take over the Galaxy. (*Starship Log: 'Whom Gods Destroy'* [TOS]) **SEE FILES 19, 43, 58, 68**

Garth system

Solar system near **Malcor III** that was to have been the destination of ships equipped with the **Malcorians'** first experimental warp drive. (*Starship Log: 'First Contact'* [TNG]) **SEE FILES 3, 18, 69**

Garuth

This **empathic metamorph** was loved by two brothers. One brother stole her away, causing a war that lasted for centuries. (*Starship Log: 'The Perfect Mate'* [TNG]) **SEE FILES 18, 69**

Garvin

Town magistrate who sheltered **Data** on **Barkon IV**. Later, **Data** cured him of radiation poisoning. (*Starship Log: 'Thine Own Self'* [TNG]) **SEE FILES 18, 69**

Gary 7

SEE **Seven, Gary**

gas

Common abbreviation for gasoline. Also, the foot-operated throttle control on some gasoline-powered



Garvin was one of many Barkon IV villagers who fell ill after radiation leaked from a crashed probe.

engines, such as the Ford pickup truck discovered by the **U.S.S. Voyager** in 2372. (*Starship Log: 'The 37's'* [VOY]) **SEE FILE 71**

gas giant, Class-J

A celestial body composed entirely of gaseous atmosphere, with no known solid mass. Wind speeds often exceed 10,000 kph. In 2371, the **U.S.S. Defiant** entered such an atmosphere while pursued by **Jem'Hadar** warships. (*Starship Log: 'Starship Down'* [DS9]) **SEE FILES 3, 70**

gaseous anomaly

A type of celestial phenomenon. In 2373, the **U.S.S. Voyager** altered its course to investigate a gaseous anomaly containing **sirillium**, a versatile energy source. (*Starship Log: 'Flashback'* [VOY]) **SEE FILES 3, 71**

Gasko

Romulan vessel that, around **Stardate 47573**, sighted **Deep Space Nine's Runabout Rio Grande** flying without a pilot. (*Starship Log: 'Paradise'* [DS9]) **SEE FILES 27, 35, 70**

gasoline

Volatile mixture of flammable liquid used principally as a fuel for the internal combustion engines of 20th-century Earth. Also called 'petrol'. (*Starship Log: 'The 37's'* [VOY]) **SEE FILE 71**

Gaspar VII

Starfleet Captain Edwell's home planet. (*Starship Log: 'Starship Mine'* [TNG]) **SEE FILES 19, 69**

Gates, Ensign

Bridge officer on the **U.S.S. Enterprise NCC-1701-D** in 2370. She was at the conn during the search for the **U.S.S. Pegasus**. (*Starship Log: 'Descent', Part I* [TNG]) **SEE FILES 25, 69**

Gatherers

The **Gatherers** were nomadic space pirates who, with the help of **Jean-Luc Picard**, made peace with the **Acamarians** in 2366, from whose homeworld they originated. They returned to **Acamar III** and settled on the planet surface. (*Starship Log: 'The Vengeance Factor'* [TNG]) **SEE FILES 18, 58, 69**

Gaudaal's Lament

The best-known work of **Akorem Laan**, considered **Bajor's** greatest poet. Many schoolchildren can recite the Lament from memory. (*Starship Log: 'Accession'* [DS9]) **SEE FILES 47, 70**

Garon II
Garrett, Captain Rachel
Garrovick, Captain
Garrovick, Ensign
Garth of Izar
Garth system
Garuth
Garvin
Gary 7
gas
gas giant, Class-J
gaseous anomaly
Gasko
gasoline
Gaspar VII
Gates, Ensign
Gatherers
Gaudaal's Lament
Gaullists
Gault
Gaunt Gary
Gav
Gavaline tea
Gavara system
Gedana post
Gegen, Professor Forra
gel packs
gelatinous state
gelm bread
Gelnon
Gem
Gema IV
Gema IV colony
Gemaris V
Gemulon V
gene splicing
General Orders, Starfleet
Genesis
Genesis device



After centuries of conflict, the Gatherers finally accepted an offer from Sovereign Marouk, and rejoined Acamarian society.



Gaullists Political party in the Earth nation of France, espousing the principles of Charles de Gaulle. During their time in power, the Gaullists were unable to put a stop to sizable student protests. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILES 18, 70**

Gault From the age of seven, **Worf** was raised by humans in the agricultural colony of this planet. He was the only **Klingon** child in this relatively small community where, "everyone knew everyone else." (*Starship Log*: 'Heart of Glory' [TNG]) **SEE FILES 3, 43, 48, 69**



Gaunt Gary This notorious pool hustler from **Ames Pool Hall**, in Earth's New York City, 1953, was recreated in Tom Paris's '**Chez Sandrine**' holodeck program aboard the **U.S.S. Voyager NCC-74656**. Gary's chauvinist manner offended **B'Elanna Torres**. (*Starship Log*: 'The Cloud' [VOY]) **SEE FILES 29, 71**

▲ **Gaunt Gary was one of the characters in Tom Paris's 'Chez Sandrine' holodeck program.**

Gav **Tellerite** ambassador to the **Babel Conference**. He was murdered by an **Orion** spy using a **Vulcan** technique called **tal-shaya**. (*Starship Log*: 'Journey to Babel' [TOS]) **SEE FILES 18, 68**

Gavaline tea **Lwaxana Troi** imposed upon **Odo** for a cup of this beverage in 2372, when the **replicator** in her quarters was malfunctioning. (*Starship Log*: 'The Muse' [DS9]) **SEE FILES 7, 70**

Gavara system **Bashir**, **Kira**, and **Dax** were heading for this **Gamma Quadrant** system to complete a biosurvey mission when they responded to an emergency assistance signal from the **Teplan system**. (*Starship Log*: 'The Quickening' [DS9]) **SEE FILES 3, 70**

Gedana post **Arjin's** father was a pilot instructor at this **Trill** base for 40 years. (*Starship Log*: 'Playing God' [DS9]) **SEE FILES 9, 70**

Gegen, Professor Forra This **Voth** scientist was the originator of the controversial **Distant Origin Theory**, which holds that the saurian Voth evolved from a mammalian species. Convicted of heresy, Gegen was forced to denounce the proofs of his theory to save the **U.S.S. Voyager** crew. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILES 18, 58, 71**

gel packs Crucial active components in the 'living' **bio-neural circuitry** that runs half the critical systems on the **U.S.S. Voyager**. Due to their nature, gel packs cannot be replicated. In 2371, infectious bacteria in the packs caused a major malfunction, threatening the ship's survival. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILES 29, 71**

▶ **A gel pack infection threatened disaster for the U.S.S. VOYAGER.**



gelatinous state The innate physical condition of the **Changeling** species known as the **Founders**. Such **shapeshifters** need to regularly regenerate by reverting to their natural form. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 16, 54, 70**

gelm bread Food made from grains by the inhabitants of the planet **Gaia**. (*Starship Log*: 'Children of Time' [DS9]) **SEE FILE 70**

Gelnon A **Vorta**. Gelnon was the commanding officer for an attempted takeover of the **U.S.S. Defiant** by a squadron of newly-bred '**Alpha**' **Jem'Hadar** soldiers on **Stardate 51474**. (*Starship Log*: 'One Little Ship' [DS9]) **SEE FILES 16, 70**



Gem Empath from a planet in the **Minaran** star system. She was tested by the **Vians** in 2268 to see if her race deserved to be saved from an imminent supernova. (*Starship Log*: 'The Empath' [TOS]) **SEE FILES 18, 58, 68**

▶ **Gem's actions saved her race by proving to the Vians that they deserved to survive.**

Gema IV A **Kazon-Nistrim** stronghold in the **Delta Quadrant**. (*Starship Log*: 'Basics', Part I [VOY]) **SEE FILES 3, 18, 71**

Gema IV colony **Kazon-Nistrim** settlement. **Culluh's** ruse to capture the **U.S.S. Voyager** in 2372 involved persuading **Chakotay** that the child he thought was his was being raised as a servant here. (*Starship Log*: 'Basics', Part I [VOY]) **SEE FILES 18, 43, 71**

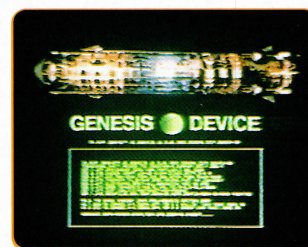
Gemaris V In 2366, **Captain Jean-Luc Picard** mediated a trade dispute between the **Gemarians** and the **Dachlyds** on this planet. (*Starship Log*: 'Captain's Holiday' [TNG]) **SEE FILES 3, 43, 69**

Gemulon V This habitable planet was the original destination of the **S.S. Santa Maria**, a colony ship. (*Starship Log*: 'Paradise' [DS9]) **SEE FILES 3, 70**

gene splicing A technique used in genetic engineering. **Lon Suder** tested this technique on orchids in 2372, and later on vegetables in the **U.S.S. Voyager's** airponics garden. (*Starship Log*: 'Basics', Part I [VOY]) **SEE FILE 71**

General Orders, Starfleet Rules, regulations, and protocols meant to guide **Starfleet** units. **General Order Number One** is better known as the **Prime Directive**. (*Starship Log*: 'The Menagerie', Part I [TOS]) **SEE FILES 19, 68, 69, 70, 71**

Genesis **Federation** project under **Dr. Carol Marcus**. Its object was to find a method whereby uninhabitable planets may be instantly terraformed. The project was ultimately a failure. (*Starship Log*: **Star Trek II: The Wrath of Khan**; **Star Trek III: The Search for Spock**) **SEE FILES 19, 44, 73, 74**



Genesis device A device created by **Project Genesis**. When detonated, it generated the **Genesis wave**, terraforming barren planets into habitable paradises. (*Starship Log*: **Star Trek II: The Wrath of Khan**; **Star Trek III: The Search for Spock**) **SEE FILES 5, 19, 43, 44, 73, 74**

▶ **The Genesis device was stolen and detonated by Khan Noonien Singh in 2285, but the environment it created was unstable.**